

# BLOOD MAGE

A HOMEBREW CLASS FOR DUNGEONS AND DRAGONS 5TH EDITION

## ORIGINAL BLOOD MAGE:

[HTTPS://WWW.DMSGUILD.COM/PRODUCT/286203/THE-BLOOD-MAGE](https://www.dmsguild.com/product/286203/The-Blood-Mage)

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# BLOOD MAGE

 lad in blood stained armor, a muscular half-orc cleaves through his foe with a mighty greatsword. As his quarry falls to the ground, his eyes go crimson as he soaks in the blood of his enemy. It enrages him as he lets out a loud, ferocious battle cry. Tracing a rune in the air, he blasts another enemy charging at him with a quick burst of fire.

A young elf wrapped in a dark cloak touches the small sigil on their neck. They take a thin blade and slice the end of their finger, and smear the blood into a series of runes. After reciting a short incantation and meditating for a minute, their eyes open. The once lifeless eyes appear more invigorated.

Blood mages are masters of their own bodies. They channel the magical essence coursing through them to cast spells, and to strengthen themselves in battle. They learn to manipulate the energy in their bodies to unlock deep reserves of magic to wreak havoc, hone their skills as healers, and enhance their battle prowess.

As they learn more secrets about their blood and body they are even able to halt the aging process.

## FANNING THE INNER FLAME

Magic can be found in many places, and can be found in all creatures. Blood mages learn to tap into the raw magical essence that fuels the body. They tap into the life in their blood, and channel that power to fuel their spells and abilities.

These powers are never gifted, but learned. Blood mages can be found in any aspect of society. Some individuals learn to harness this power through meditation, and reflecting on their inner strength. Warriors can unlock this wellspring of energy through rigorous training regimens. A scientist discovers the secret through experimentation and research.

### BLOOD MAGE

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Blood Points	Max Spell Level
1st	+2	Blood Points, Blood Magic, Blood Letting	3	2	2	1
2nd	+2	Sanguine Ceremony, Sanguine Ceremony Feature	3	3	3	1
3rd	+2	Blood Sigil	3	4	7	2
4th	+2	Ability Score Improvement	3	5	8	2
5th	+3	—	3	6	13	3
6th	+3	Sanguine Ceremony Feature	4	7	16	3
7th	+3	Perfect Health	4	8	19	4
8th	+3	Ability Score Improvement	4	9	22	4
9th	+4	Blood Sigil	4	10	28	5
10th	+4	Sanguine Ceremony Feature	4	10	32	5
11th	+4	—	5	11	36	6
12th	+4	Ability Score Improvement	5	11	40	6
13th	+5	Regenerate	5	12	45	7
14th	+5	Sanguine Ceremony Feature	5	12	48	7
15th	+5	Blood Sigil	5	13	51	8
16th	+5	Ability Score Improvement	5	13	53	8
17th	+6	—	5	14	57	9
18th	+6	Immortal Body	5	14	61	9
19th	+6	Ability Score Improvement	5	15	63	9
20th	+6	Streamlined Casting	5	15	70	9

# CREATING A BLOOD MAGE

The most important question to consider when creating your blood mage is how you think they would use their power. Would they use it to further their physical prowess, and crush their enemies in close quarters combat? Or would they use their body to further enhance their spellcasting abilities, and control the world around them?

Consider how your character would have discovered that their body can fuel their abilities. Were they a researcher or medic that was studying anatomy, and realized the magical nature of blood? Perhaps you were a research assistant at an academy, and learned of this power through careful experimentation. You scour the world for more secrets and bring a desire to learn more. Did they live in a monastery, spending their time meditating? Through careful inner reflection you have discovered a wellspring of magical energy, and seek further enlightenment through travel and adventure. Are you a mighty warrior? As a gladiator, you pull magic from deep inside you to enhance your natural combat abilities even further.

## QUICK BUILD

You can make your blood mage quickly by following these suggestions. First, constitution should be your highest ability score. Second, pick sage as your background. Lastly, take the 1st-level spells *ray of sickness* and *shield*.

## CLASS FEATURES

As a blood mage, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d8 per blood mage level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per blood mage level after 1st

### PROFICIENCIES

**Armor:** Light armor

**Weapons:** Simple weapons

**Tools:** None

**Saving Throws:** Constitution, Intelligence

**Skills:** Choose two from Acrobatics, Arcana, Athletics, History, Investigation, Medicine, Perception

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) an explorer's pack or (b) a scholar's pack
- A ceremonial weapon
- Leather armor, any simple weapon, and two daggers

## BLOOD POINTS

You have a pool of points that fuel your spells and class abilities as shown in the Blood Points column in the Blood Mage table. You can never have more blood points than your maximum amount would allow. You regain all spent blood points after a long rest.

## BLOOD MAGIC

Your knowledge of your own body grants you access to the magical reserves stored in your blood, granting you the ability to cast spells. See chapter 10 for the general rules of spellcasting and the end of the class description for the blood mage spell list.

### CANTRIPS

At 1st level, you know three cantrips of your choice from the blood mage spell list. You learn additional blood mage cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Blood Mage table.

### BLOOD POINTS

The Blood Points column of the Blood Mage table indicates how many blood points you have to cast your blood mage spells of 1st level and higher. You can use these points to cast any number of spells that you know. To cast one of these blood mage spells, you must expend a number of spell points to create a spell slot of the spell's level or higher. You take damage equal to half the number of points spent rounded down as unpreventable necrotic damage. You can't reduce your blood point total to less than 0.

Spells of 6th level and higher are particularly taxing to cast. You can use blood points to create one slot of each level of 6th or higher. You can't create another slot of the same level until you finish a long rest.

Your level determines the maximum-level spell slot you can create, as shown in the Max Spell Column of the Blood Mage table. Even though you might have enough points to create a slot above the maximum, you can't do so.

### BLOOD POINT COST

Spell Level	Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7
6th	9
7th	10
8th	11
9th	13

## **SPELLS KNOWN OF 1ST LEVEL AND HIGHER**

You know two 1st-level spells of your choice from the blood mage spell list.

The Spells Known column of the Blood Mage table shows when you learn more blood mage spells of your choice. Each of these spells must be of a level for which you can cast, as shown in the Max Spell Level column of the Blood Mage table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the blood mage spells you know and replace it with another spell from the blood mage spell list, which also must be of a level which you can cast.

## **SPELLCASTING ABILITY**

Constitution is your spellcasting ability for your blood mage spells, since the power of your magic relies on the strength of your body. You use your Constitution whenever a spell refers to your spellcasting ability. In addition, you use your Constitution modifier when setting the saving throw DC for a blood mage spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Constitution modifier

Spell attack modifier = your proficiency bonus + your Constitution modifier

## **SPELLCASTING FOCUS**

You do not need a focus for your spell casting. Rather, you complete rituals when you learn spells using your ceremonial weapon. Material components for spells are only needed in that ritual and not when you cast them.

## **BLOOD LETTING**

Part of being a blood mage is making bodily sacrifice to fuel your blood magic. You can perform a 1 minute ritual to convert your blood into magic. At the end of the 1 minute ritual you regain a number of blood points equal to your Constitution modifier + your blood mage level. You take twice that amount of necrotic damage, that cannot be prevented in any way. It ignores resistance and immunity to necrotic damage.

If you were to regain more blood points than your pool has room for, you only take damage to equal twice the number of points you regain.

You can use this ability once per short or long rest.

## **SANGUINE CEREMONY**

When you reach 2nd level you undergo a blood ceremony choosing a sanguine ceremony, which are detailed at the end of the class description.

Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

## **BLOOD SIGIL**

In your study of physiology, you have discovered ways to harness the energy in your body. These abilities manifest themselves as sigils that appear on you. For example, they could show as runes, birthmarks, or unique scars.

At 3rd level, you gain a blood sigil of your choice. Your blood sigil options are detailed at the end of the class description. You gain additional blood sigils at 9th level and again at 15th level.

Additionally, when you gain a level in this class, you can choose one of the blood sigils you know and replace it with another blood sigil that you could learn at that level.

## **ABILITY SCORE IMPROVEMENT**

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

## **PERFECT HEALTH**

Starting at 7th level, you are immune to disease and your hit point maximum can't be reduced.

## **REGENERATE**

At 13th level you learn to channel your blood magic to rapidly heal your body. You may regain hit points equal to your Constitution modifier at the start of your turn. You expend blood points equal to the amount you heal. You do not gain this benefit if you have 0 hit points.

## **IMMORTAL BODY**

Starting at 18th level, the primal magic that you wield causes you to cease to age. You can no longer die of old age. The appearance of your body perpetually remains as any age of your choice up to when you gained this feature.

## **STREAMLINED CASTING**

Your control over blood magic becomes incredibly strong at 20th level. When casting spells the blood point cost is reduced by 1.

## **SANGUINE CEREMONIES**

Blood mages focus on specific paths of study determined by a long ritual known as a Sanguine Ceremony. They might focus on their abilities in combat, improving their body itself, or healing and harming through the manipulation of blood.

## **REAVER**

The Reaver focuses on melee combat, using their inner reserves to mitigate damage and crush their opponents in combat.

## **BLOOD WARRIOR**

When you choose the path of the Reaver, you learn to use your blood magic to better protect yourself in battle. As a bonus action, you can convert any number of blood points into temporary hit points.

## **BONUS PROFICIENCIES**

You gain proficiency with medium armor, shields, and martial weapons.

## **EXTRA ATTACK**

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## **CLEAVE**

At 10th level, when you make a melee weapon attack at a creature on your turn, you may spend 4 blood points to make an additional melee weapon attack at another creature within 5 feet.

## **BLOOD SMITE**

At 14th level as an action you may teleport up to 15 feet in any direction as a streak of blood.

## **HEMOMANCER**

The Hemomancer infuses magic into their blood and body to refine themselves into an innately magical creature.

### **BLOODLINE REFINEMENT**

Starting when you select this sanguine ceremony you infuse magic into your blood and body fundamentally altering your constitution. At 2nd level, your hit point maximum increases by 2 and increases by an additional 1 whenever you gain a level in this class.

Additionally, your new bloodline makes your body tougher and harder to damage. When you aren't wearing armor, your AC equals  $13 + \text{your Dexterity modifier}$ .

### **IMPROVED CONSTITUTION**

Starting when you select this sanguine ceremony as part of the enhancements to your body you gain magic resistance (advantage on saves against all magical spells and effects).

### **BLOOD OVERDRIVE**

Starting at 6th level, once per short or long rest you may take an additional action to cast a spell, but in addition to any regular costs of the spell you take additional unpreventable necrotic damage equal to the number of blood points expended to cast it.

### **HEMOSTATIC DRAIN**

When you reach 10th level, you are able to absorb the blood magic essence from a dying creature. When a creature of at least CR 2 within 15 feet of you dies, you may use your reaction to regain blood points equal to your Constitution modifier.

### **HEMOMANCER'S WINGS**

Starting at 14th level, you gain the ability to sprout a pair of wings created from your own blood and magic from your back, gaining a flying speed equal to your normal speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. These wings are unaffected by clothes or armor.

## **WITCH DOCTOR**

The witch doctor hones their ability to manipulate blood for the purpose of both healing and harming others.

## **BLOOD HEALING**

Starting when you take this ceremony, you have a pool of healing equal to 5 times your blood mage level that you can use any amount of as an action to heal a creature other than you that you touch by that much. Your healing pool is restored at the end of a long rest.

## **MEDICAL EXPERTISE**

Starting when you take this ceremony, you gain proficiency in medicine. If you already had proficiency your proficiency bonus for medicine checks is doubled. You learn the spare the dying cantrip which does not count against your known cantrips.

## **POISONOUS BLOOD**

Starting at 6th level, you can use your healing pool to harm others. Make a unarmed melee attack against another creature. If it hits that creature takes  $1d4$  poison damage and must make a constitution save against your spell save DC. If it fails it is poisoned and takes poison damage equal to the amount of your healing pool that you used. It takes half as much damage on a success.

## **BLOOD CURSE**

Starting at 10th level, as an action you can manipulate another creature's blood to take control of their body. They must make a constitution save against your spell save DC or be paralyzed for one minute. This does not work against creatures without blood. You may use this a number of times equal to your constitution modifier per long rest.

## **BLOOD REPLENISHMENT**

Starting at 14th level, whenever you take a short rest you may restore up to twice your blood mage level of your witch doctor healing pool.

## **BLOOD SIGILS**

If a blood sigil has prerequisites, you must meet them to learn it. You can learn the blood sigil at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

### **AWAKENED BLOOD MAGIC**

*Prerequisite: 15th level*

You may cast two 6th and 7th level spells, instead of one, before taking a long rest.

### **BLOOD MAGE ENDURANCE**

Your hit point maximum increases by an amount equal to twice your Constitution modifier. You can gain this blood sigil multiple times, and your hit point maximum increases each time.

### **BLOOD SIGHT**

You can see creatures with blood at 120 feet through both magical and nonmagical darkness.

### **BLOOD SUPREMACY**

*Prerequisite: 9th level*

If you spend 2 additional blood points your blood magic can ignore necrotic immunity and resistance.

## **BRUTAL CRITICAL**

*Prerequisite: 9th level*

You can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

## **DEADLY STRIKES**

When you hit with an attack, you may spend a number of blood points up to your Constitution modifier to increase the damage by the amount of points spent.

## **DISSIPATE**

*Prerequisite: 9th level*

You can cast *gaseous form* once without using any blood points. You can't do so again until you finish a short or long rest.

## **ENHANCED REFLEXES**

You can give yourself a bonus to initiative rolls equal to your Constitution modifier.

## **INJECT POISON**

*Prerequisite: 9th level*

You gain the ability to infuse your weapon strikes with poison. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 Poison damage. When you reach 15th level, the damage increases to 2d8.

## **KEEN TRACKING**

You have advantage on Wisdom (Survival) checks to track creatures. Any creature that does not have blood is immune to this effect.

## **LIFE TRANSFERENCE**

You can cast *healing word* using 2 blood points.

## **MAGICAL BLOODLINE**

*Prerequisite: 15th level, Hemomancer or Witch Doctor Subclass*

Your maximum number of blood points increases by an amount equal to your blood mage level.

## **MAGICAL KNOWLEDGE**

You learn one additional cantrip or spell from the blood mage spell list. This spell must be of a level for which you can cast, as shown in the Max Spell Level column of the Blood Mage table.

## **MASTER OF MYRIAD FORMS**

*Prerequisite: 15th level*

You can cast *alter self* at will, without expending any blood points.

## **MIND OVER BODY**

*Prerequisite: 9th level*

You can cast the spell *haste* without expending any blood points. Once you use this feature, you can't use it again until you finish a short or long rest.

## **MIND PALACE**

You gain proficiency with the History and Religion skills.

## **NEGATE**

*Prerequisite: 9th level*

When you make an attack roll, you can expend 4 blood points to ignore the resistance of one damage type for that attack.

## **PLAQUE WEAPON**

You can transform one weapon you are proficient with into your plague weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest.

While you are bonded to the weapon it counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. You may convert all damage dealt by your plague weapon into necrotic damage.

The weapon ceases being your plague weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it.

## **SANGUINE SENSE**

*Prerequisite: 9th level*

You are able to detect the presence of any creatures within 30 feet of you on the same plane of existence. Any creature that does not have blood is immune to this effect.

## **SIGNATURE CANTRIP**

*Prerequisite: 9th level, Hemomancer or Witch Doctor subclass*

You engrave sigils corresponding to a specific cantrip on your body to empower it. Choose a single target damaging cantrip that you learned as a blood mage. You may add your constitution modifier twice to one roll of that cantrip's damage. The damage increases by your constitution modifier again at 11th and 17th level.

## **THIRSTING STRIKE**

*Prerequisite: 15th level, Reaver subclass*

Once on each of your turns when you hit a creature with a weapon attack, you may regain a number of hit points equal to your Constitution modifier.

## **TWISTING MAGIC**

*Prerequisite: 9th level*

When you cast a spell that does Acid, Cold, Fire, Lightning, Poison, or Thunder damage you may expend additional blood points equal to the spell level you cast it at to change the damage to Acid, Cold, Fire, Lightning, Poison, or Thunder damage.

# CUSTOM SPELLS FOR BLOOD MAGE

Blood mages have their own specialized spells specifically meant to manipulate blood. Blood mage spells have no effect on creatures without blood.

## BLOOD SEED

Transmutation Cantrip

Casting Time: Action

Range: 60 feet

Duration: 1 minute

Components: V, S

Description: You launch a seed of blood into a creature within range. Make a ranged spell attack against the target. If it hits the seed implants in the target and deals 1d4 necrotic damage + 1d4 necrotic damage for each other blood seed implanted in the target. Once implanted the seed will stay in the target for one minute. Both damage die increase to 1d8 at 5th level, 1d10 at 11th level, and 1d12 at 17th level.

## LEECH

1st level transmutation

Casting Time: Action

Range: 30 feet

Duration: 1 minute (C)

Components: V, S, M(a leech)

Description: You pull vitality out of a target creature's blood and use it to replenish your health. At the end of each of your turns the target creature makes a constitution save against your spell save DC. If it fails it takes 1d4 necrotic damage and you gain half that as hit points.

At Higher Levels: When you cast this spell at 2nd level or higher the damage increases by 1d4 per level.

## SANGUINE STEP

2nd level transmutation

Casting Time: Reaction

Duration: Instantaneous

Range: 60 feet

Components: S

Description: You shift as a cloud of blood to another location in range as a reaction. You take 1d10 unpreventable necrotic damage.

## BLOOD BURST

3rd level transmutation

Casting Time: Reaction

Duration: Instantaneous

Range: 120 feet

Components: V, S

Description: You create an explosion of blood in a 15 foot radius circle. All creatures within the radius make a constitution save. They take 4d12 necrotic damage on a failed save and half as much on a successful one.

At Higher Levels: When you cast this spell at 4th level or higher the damage increases by 1d12 per level.

## HEMATIC ARMOR

4th level transmutation

Casting Time: Bonus Action

Duration: 1 hour (C)

Range: Self

Components: S

Description: You create armor out of your blood that retaliates against your attackers. Whenever you are hit with a melee attack while this spell is active the attacker takes 2d8 necrotic damage.

## HEMATIC DISRUPTION

5th level transmutation

Casting Time: Action

Range: Touch

Duration: 1 minute (C)

Components: V, S, M (a vial of Mercury)

Description: As an action make a melee spell attack at a living creature. If you hit you may disrupt the creature's blood causing it to have disadvantage on attack rolls and ability checks for the duration of the spell. During its turn it may use its action to make a constitution save to end the effect, but if it fails the save it takes 3d8 necrotic damage and the spell continues.

At Higher Levels: When you cast this spell at 6th level or higher the damage increases by 1d8 per level.

## VAMPIRIC ABSORPTION

6th level transmutation

Casting Time: Action

Range: Self

Duration: 8 hours

Components: V, S, M (A bat fang)

Description: You create an aura of blood around you that absorbs vitality from fallen enemies. Whenever an enemy within 30 feet of you is reduced to zero hit points you heal 1d6 + your constitution modifier hit points.

At Higher Levels: When you cast this spell at 7th level or higher the healing increases by 1d6 per level.

## BLOOD STORM

7th level transmutation

Casting Time: Action

Range: Self

Duration: 1 minute (C)

Components: V, S

Description: Blades of blood surround you in a 10 foot radius circle. Whenever a creature other than you enters that radius or starts its turn there it makes a constitution save. On a failure they take 5d10 necrotic damage. They take half as much damage on a success.

At Higher Levels: When you cast this spell at 8th level or higher the damage increases by 1d10 per level.

## **EXSANGUINATE**

8th level transmutation

Casting Time: Action

Range: 30 feet

Duration: 1 minute

Components: V, S, M (a silver razor)

Description: As an action have a living creature within 30 ft of you make a constitution save as you pull the blood from its body. On a failed save it takes  $7d10+20$  necrotic damage or half as much on a success. If the creature is at 0 or less hit points after the spell's damage, it instantly dies and all of the blood in its body condenses into an orb floating in the air in front of you which you can manipulate for 1 minute.

Otherwise the blood extracted by the spell splatters around the creature.

At Higher Levels: When you cast this spell at 9th level or higher the damage increases by  $2d10$  necrotic damage per level.

## **BLOOD SUN**

9th level transmutation

Casting Time: Action

Range: 1 mile

Duration: 1 minute (C)

Components: V, S

Description: You create a blood red sun in the sky. The light shed from the sun destroys vitality causing creatures other than you in a 60 foot radius circle to make constitution saves. Creatures must repeat the save at the start of their turns or when they enter the radius. On a failed save they take  $8d10$  necrotic damage. They take half as much on a successful one.

## **BLOODLINE ENHANCEMENT RITUALS (OPTIONAL)**

This content is meant for post 20th level as a supplement to boons or epic content. Blood mages are capable of using blood from extremely powerful creatures to enhance the body of themselves or their allies permanently. Bloodline Enhancements consume all of your blood points when cast. A creature can only ever get one bloodline enhancement. A \* indicates that the component is consumed by the ritual.

### **LESSER BLOODLINE ENHANCEMENT**

Casting time: 8 hours

Range: Self, Touch

Components: V, S, M (A vial of blood from a creature of at least CR 18 \*; 500 gp worth of mercury and electrum \*; a large tub made out of silver worth 500 gp)

Description: You cast this spell in a complicated ritual to permanently enhance your or another willing creature's body with the bloodline of a powerful creature. If completed successfully the creature it was cast on adds 1 to a physical ability score of your choice as well as 1 to a mental score of your choice. Completing this ritual on a creature below level 20 damages that creature's potential preventing it from leveling any further. You may only enhance a body with a bloodline once.

## **BLOODLINE ENHANCEMENT (DRACONIC)**

Casting time: 8 hours

Range: Self, Touch

Components: V, S, M (A vial of ancient or older dragon's heart blood \*; 1000 gp worth of mercury and electrum \*; a large tub made out of silver worth 500 gp; 2000 gp worth of rare herbs known to enhance the body's fortitude and regenerative abilities \*)

Description: You cast this spell in a complicated ritual to permanently enhance your or another willing creature's body with the bloodline of a powerful dragon. If completed successfully the creature it was cast on adds 2 to your choice of either its strength or constitution ability score as well as 2 to a mental score of your choice. That creature may use the breath weapon of the dragon whose blood was used to cast this spell as an action once per short rest or long rest. The breath weapon is that of an adult dragon regardless of the age of the dragon blood used, but retains the properties of that specific dragon. Completing this ritual on a creature below level 20 damages that creature's potential preventing it from leveling any further. You may only enhance a body with a bloodline once.

## **BLOODLINE ENHANCEMENT (ABYSSAL)**

Casting time: 8 hours

Range: Self, Touch

Components: V, S, M (A vial of blood from a demon lord \*; 1000 gp worth of mercury and electrum \*; a large tub made out of silver worth 500 gp; 2000 gp worth of rare herbs known to enhance the body's fortitude and regenerative abilities \*)

Description: You cast this spell in a complicated ritual to permanently enhance your or another willing creature's body with the bloodline of a demon lord. If completed successfully the creature it was cast on adds 2 to your choice of physical ability score as well as 2 to its charisma score. While conscious the creature emits an aura of fear 20 ft around it such that any creature hostile to the bloodline enhanced creature that starts its turn within 20 feet of that creature must make a DC 15 Wisdom saving throw. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the aura for the next 24 hours. You may only enhance a body with a bloodline once.

## **BLOODLINE ENHANCEMENT (CELESTIAL)**

Casting time: 8 hours

Range: Self, Touch

Components: V, S, M (A vial of blood from a solar or tome archon \* ; 1000 gp worth of mercury and electrum \* ; a large tub made out of silver worth 500 gp; 2000 gp worth of rare herbs known to enhance the body's fortitude and regenerative abilities \*)

Description: You cast this spell in a complicated ritual to permanently enhance your or another willing creature's body with the bloodline of an archangel. If completed successfully the creature it was cast on adds 2 to your choice of physical ability score as well as 2 to its wisdom or charisma score. Once per short or long rest the creature may use its bonus action to gain true sight with the same range as it's normal vision for 1 hour. Completing this ritual on a creature below level 20 damages that creature's potential preventing it from leveling any further. You may only enhance a body with a bloodline once.

## **BLOODLINE ENHANCEMENT (INFERNAL)**

Casting time: 8 hours

Range: Self, Touch

Components: V, S, M (A vial of blood from an archdevil \* ; 1000 gp worth of mercury and electrum \* ; a large tub made out of silver worth 500 gp; 2000 gp worth of rare herbs known to enhance the body's fortitude and regenerative abilities \*)

Description: You cast this spell in a complicated ritual to permanently enhance your or another willing creature's body with the bloodline of an archdevil. If completed successfully the creature it was cast on adds 2 to your choice of physical ability score as well as 2 to its intelligence or charisma score. Once per short or long rest the creature may use its reaction to cast hellish rebuke at 9th level. The save DC is 8 + the creature's proficiency bonus + the creature's charisma modifier. Completing this ritual on a creature below level 20 damages that creature's potential preventing it from leveling any further. You may only enhance a body with a bloodline once.

## **BLOODLINE ENHANCEMENT (ILLITHID)**

Casting time: 8 hours

Range: Self, Touch

Components: V, S, M (A vial of blood from Ilsensine \* ; 1000 gp worth of mercury and electrum \* ; a large tub made out of silver worth 500 gp; 2000 gp worth of rare herbs known to enhance the body's fortitude and regenerative abilities \*)

Description: You cast this spell in a complicated ritual to permanently enhance your or another willing creature's body with the bloodline of Ilsensine. If completed successfully the creature it was cast on adds 2 to its intelligence score and another 2 to your choice of either its charisma or wisdom score. Once per long rest the creature may use its action to cast feeblemind. The save DC equals 8 + the creature's proficiency bonus + the creature's intelligence modifier. Completing this ritual on a creature below level 20 damages that creature's potential preventing it from leveling any further. You may only enhance a body with a bloodline once.

## **BLOODLINE ENHANCEMENT (PERFECT BODY)**

Casting time: 8 hours

Range: Self, Touch

Components: V, S, M (A vial of blood from a mixture of beings of at three different types all of CR 21 or higher \* ; 1000 gp worth of mercury and electrum \* ; a large tub made out of silver worth 500 gp; 2000 gp worth of rare herbs known to enhance the body's fortitude and regenerative abilities \*)

Description: You cast this spell in a complicated ritual to permanently enhance your or another willing creature's body with the bloodlines of powerful creatures. If completed successfully the creature it was cast on adds 2 to a physical score of its choice and 2 to a mental score of its choice. Its health is doubled and it becomes immune to poison and disease. Completing this ritual on a creature below level 20 damages that creature's potential preventing it from leveling any further. You may only enhance a body with a bloodline once.

# EPIC BLOOD MAGE (OPTIONAL)

For campaigns planning on going to level 25. I'm using a system for this that my friend created but it should be adaptable to other epic systems.

## BLOOD MAGE

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Blood Points	Max Spell Level
21st	+6	Blood Sigil	6	16	72	9
22nd	+6	Sanguine Ceremony Feature	6	16	74	9
23rd	+6	Ability Score Improvement x2	6	17	81	9
24th	+7	Peerless Body	6	17	83	9
25th	+7	Supercritical Casting	6	17	86	10

## BLOOD POINT COST

Spell Level	Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7
6th	9
7th	10
8th	11
9th	13
10th	16

## PEERLESS BODY

At 24th level you refine your immortal body to a state nearing perfection. Your constitution score increases by 2 along with your maximum constitution. You are resistant to all nonmagical damage.

## SUPERCritical CASTING

At 25th level you can use the number of blood points required to cast a spell at 10th level to cast it at 9th level doubling the range, duration, damage, area of effect, and/or healing of that spell. If you cast a spell this way you take 6d10 unpreventable necrotic damage as backlash for casting such a powerful spell.

## ADDITIONAL BLOOD SIGILS:

### IMPROVED REGENERATION

*Prerequisite: 21st level*

You heal an additional 2d10 health from your regenerate feature. This does not add to the blood point cost of regenerate.

### ASCENDANT BLOOD MAGIC

*Prerequisite: 21st level*

You may cast two spells of between and including 6th and 9th level instead of one before taking a long rest.

### IMPERVIOUS BODY

*Prerequisite: 21st level*

You may add your constitution modifier to your AC regardless of whether you are wearing armor.

### MUTAGENIC BLOOD

*Prerequisite: 21st level*

You may cast shapechange once per long rest without expending any blood points.

## **REAPER (EPIC)**

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### **BLOOD RAGE**

Starting at 22nd level once per short or long rest you may enter a blood rage. While in a blood rage you may take 2 additional attacks instead of one from your extra attack feature and have resistance to all damage types except for radiant, necrotic, and psychic. You can end your blood rage as a bonus action. The rage can last up to one hour before you die instantly. If you end it before one hour you take 3d10 unpreventable necrotic damage per minute spent in the rage.

## **HEMOMANCER (EPIC)**

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### **INCREASED CAPACITY**

Starting at 22nd level your blood point maximum increases by 22 + an additional one every time you level up after gaining this feature.

## **WITCH DOCTOR (EPIC)**

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### **SANGUINE PUPPETRY**

Starting at 22nd level once per short or long rest you may have a creature make a constitution save against your spell save DC. If it fails it is charmed for 1 hour. Creatures charmed this way are hostile to creatures hostile to you.

# BLOOD MAGE SPELL LIST

## CANTRIPS

Acid Splash  
Blade Ward  
Blood Seed  
Chill Touch  
Create Bonfire  
Fire Bolt  
Friends  
Frostbite  
Light  
Mage Hand  
Minor Illusion  
Poison Spray  
Prestidigitation  
Ray of Frost  
Shocking Grasp  
Toll the Dead  
True Strike

## 1ST LEVEL

Absorb Elements  
Cause Fear  
Chromatic Orb  
Cure Wounds  
Detect Magic  
Detect Poison And Disease  
Disguise Self  
Dissonant Whispers  
Expeditious Retreat  
False Life  
Feather Fall  
Heroism  
Identify  
Inflict Wounds  
Jump  
Leech  
Longstrider  
Ray Of Sickness  
Shield  
Sleep  
Unseen Servant

## 2ND LEVEL

Alter Self  
Blindness / Deafness  
Blur  
Calm Emotions  
Darkness  
Darkvision  
Detect Thoughts  
Enhance Ability  
Enlarge / Reduce  
Hold Person  
Invisibility  
Lesser Restoration  
Levitate  
Locate Object  
Misty Step  
Protection From Poison  
Ray Of Enfeeblement  
Sanguine Step  
Scorching Ray  
See Invisibility  
Spider Climb  
Web

## 3RD LEVEL

Aura of Vitality  
Bestow Curse  
Blink  
Blood Burst  
Counterspell  
Fear  
Feign Death  
Fireball  
Fly  
Gaseous Form  
Haste  
Life Transference  
Lightning Bolt  
Nondetection  
Protection From Energy  
Remove Curse  
Revivify  
Slow  
Tongues  
Vampiric Touch  
Water Breathing

#### **4TH LEVEL**

Blight  
Confusion  
Dimension Door  
Dominate Beast  
Elemental Bane  
Greater Invisibility  
Hematic Armor  
Ice Storm  
Locate Creature  
Otiluke's Resilient Sphere  
Polymorph  
Sickening Radiance  
Stoneskin  
Vitriolic Sphere

#### **5TH LEVEL**

Cloudkill  
Cone Of Cold  
Dominate Person  
Dream  
Enervation  
Greater Restoration  
Hematic Disruption  
Hold Monster  
Mass Cure Wounds  
Modify Memory  
Rary's Telepathic Bond  
Scrying  
Seeming  
Skill Empowerment  
Telekinesis  
Teleportation Circle

#### **6TH LEVEL**

Arcane Gate  
Circle Of Death  
Create Homonculus  
Disintegrate  
Eyebite  
Flesh To Stone  
Investiture Of Flame  
Investiture Of Ice  
Investiture Of Stone  
Investiture Of Wind  
Mental Prison  
Soul Cage  
Tenser's Transformation  
True Seeing  
Vampiric Absorption

#### **7TH LEVEL**

Blood Storm  
Crown Of Stars  
Etherealness  
Finger Of Death  
Forcecage  
Plane Shift  
Power Word Pain  
Prismatic Spray  
Regenerate  
Teleport

#### **8TH LEVEL**

Clone  
Dominate Monster  
Exsanguinate  
Feeblemind  
Maze  
Mind Blank  
Power Word Stun  
Telepathy

#### **9TH LEVEL**

Astral Projection  
Blood Sun  
Gate  
Imprisonment  
Invulnerability  
Psychic Scream  
Shapechange  
True Polymorph  
Wish



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